BBC THE FEAR FACTOR!

DOCTOR WHO ADVENTURES

ISSUE 5

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MINI STICKER SCENES!

TIMELORDS AT WAR

WHAT ARE YOU AFRAID OF?

COMIC STRIP

PLUS!

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POSTERS COMICS PUZZLES

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DOCTOR WHO ADVENTURES

WHAT'S INSIDE!

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DELETE!

WIN!

BBC DOCTOR WHO ADVENTURES POSTER

WHATEVER YOU DO DONT BLINK!

ISSUE 05

DEAR READERS,

Sometimes when you're dealing with a problem that can't be solved, the best thing you can do is switch off and do something else for a while until the answer comes to you in a burst of inspiration. At least that's what my old pal Einstein used to say, so I may as well give it a go and see if it works for me.

Right now, I've locked myself in the TARDIS and there is an angry mob of pirates outside, convinced I stole their treasure. Of course, you're probably wondering why I don't just dematerialise and go somewhere else, but it's not quite that simple. The pirate chief thinks he's in love with Clara and being a pirate, instead of asking her out for dinner or buying her chocolates or giving her a bunch of flowers, he's kidnapped her and thrown her into a dungeon. Why he thinks this will make her like him is beyond me, but that's pirates for you. Unpredictable at the best of times.

So, right now, I've got to find a way to convince the pirates I haven't got any treasure. I've got to break into the dungeons and find Clara and as if that wasn't enough, I've got to do all that in the next twenty minutes or I won't have a chance of making it to London in 2018 in time to stop the Sontarans from declaring war on Earth yet again.

Now, no disrespect to Einstein, who was quite a clever fellow as far as you humans go, but this thing about switching off and doing something else for a while just isn't working for me. I'm blethering away and time is ticking and I'm still no closer to finding a solution to all these problems. So, it's time to stop messing around and deal with the matter in hand. Wish me luck! It's time to save the day again.

Happy times and places!

The Doctor

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COMMAND CENTRE

ALERT • ALERT • ALERT • ALERT • ALERT • ALERT • ALERT

NEW ALIEN MENACE DETECTED

Reports are just coming in of a threat to planet Earth coming from the past. If the alien Darapok Empire's plan to conquer the planet during the final months of World War Two is successful then our whole timeline could change. We urge our readers not to panic as we believe the Doctor and Clara Oswald are already working on ways to put an end to the alien threat.

FULL REPORT ON PAGE 5

WARNING!

ADIPOSE INVASION

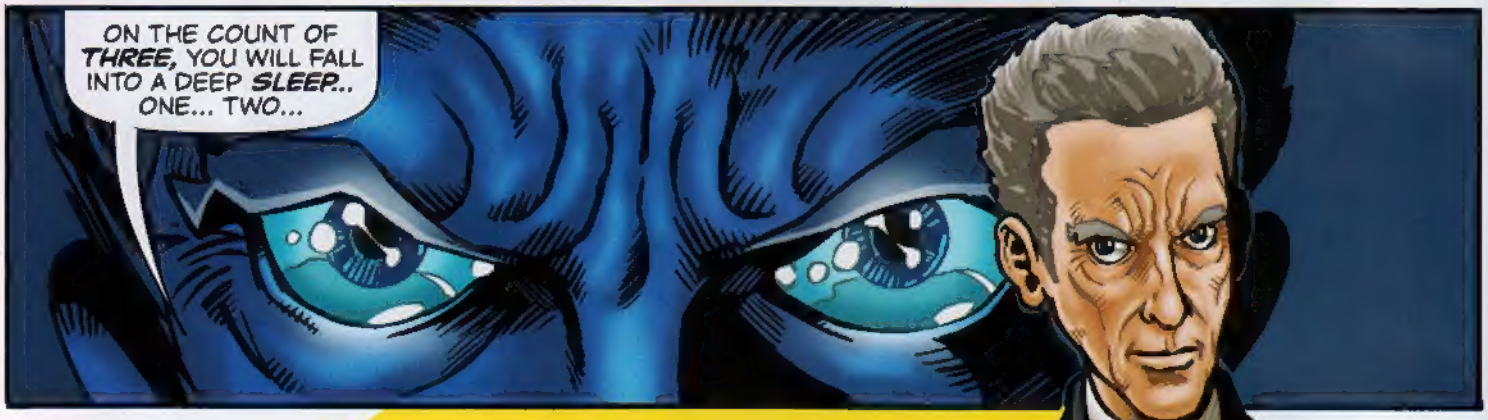
UNIT sources have heard rumours that the Adipose are back. It is believed an advance party of 5 Adipose have infiltrated this issue and are hiding on some of the pages. Can you find them before it is too late?

SPIRAL OF DOOM

Our intel reveals that Earth may soon be in danger from an old enemy of the Doctor. All UNIT forces are to be placed on alert but to help us plan for the threat you can discover who we will be facing by looking at the spiral of doom sent by the enemy to taunt us. Every third letter in the spiral will spell out the name of one of the Doctor's most dangerous adversaries.

SCRIPT: JASON QUINN ART: RUSS LEACH COLOUR: JOHN BURNS LETTERS: CAROLINE DUNK

KEEP BACK! KEEP AWAY OR I'LL SHOOT!
EASY, COWBOY! EASY, JUST LOOK INTO MY EYES...


ON THE COUNT OF THREE, YOU WILL FALL INTO A DEEP SLEEP.. ONE... TWO...

ZZZZZ
DON'T FREAK OUT, CLARA, IT'S JUST A SIMPLE BIT OF HYPNOTISM. YOU'VE SEEN ME DO IT THOUSANDS OF TIMES...

YOU... YOU'RE NOT HUMAN!
TELL ME SOMETHING I DON'T KNOW.
MONSTER...
EVIL...
INHUMAN...
FREE FOR USE OF PUBLIC

YOU'RE NOT TO BE TRUSTED. NOBODY IS TO BE TRUSTED...
AH, NOW THAT'S A BIT EXTREME, DON'T YOU THINK?
MONSTERS...
CLARA?
THEY'RE ALL MONSTERS...
TRUST NOBODY...
SLAM!
NOT HUMAN!
MONSTERS!
TRUST NOBODY!
POLICE PUBLIC CALL BOX
GET OUT OF MY HEAD!

HE IS A STRANGER!

YOU CANNOT TRUST HIM!

GET HIM!

MAKE HIM PAY!

DOCTOR! GET IN, QUICK!

CONTINUED ON PAGE 22

PREPARE TO BE UPGRADED!

WIN

12 LUCKY WINNERS

WILL RECEIVE THIS GREAT CYBERMAN PRIZE FROM CHARACTER OPTIONS!

You can join the front line in the battle against the Cybermen with the Interactive Cyberman Attack from Character Options. Take aim with your blaster and zap away! The Cyberman will speak as he is attacked. 3 hits will damage his primary core and he loses an arm. 6 hits and the other arm detaches...9 hits and he is deactivated...BUT you have to be quick or you will be UPGRADED! For your chance to battle the Cybermen and win one of these cool prizes just answer the question below:

HOW TO ENTER

Q: What planet did the Cybermen originally come from?

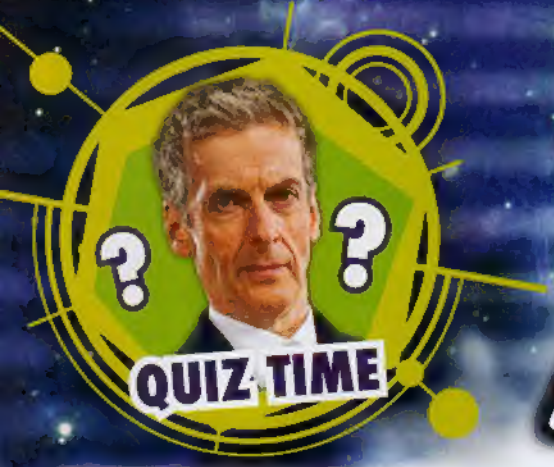
A. MONDAS **B. MIDAS** **C. MINDAS**

Send your answer to us via email to: **cyberman@paninicomps.co.uk**

Write CYBERMAN ATTACK COMP in the subject bar of your email. Make sure you tell us your name, age and address in your email! The first 12 correct answers drawn after the closing date will win an Interactive Cyberman Attack prize!

COMPETITION RULES: See above for how to enter by email. The promoter is Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells TN4 8BS. Make sure we have your entry before **11.59pm on 15th September, 2015**. Please ensure you have your parents' consent before entering this competition. 1. You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone in your house is employed by any participating company. 2. This competition follows the BBC Code of Conduct for competitions - you can read this at www.bbc.co.uk/competitioncode. 3. By entering this competition, you promise to us that you have read these rules and that you will follow them. 4. We can't allow entries which arrive too late and we can't accept responsibility if your entry is lost. 5. We will choose the winners at random from all the correct answers we receive. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there is ever a reason why we can't give you exactly the same prize, we will give you something just as good or even better instead. 8. Winners will be contacted within 28 days of the competition closing date, either by post or email. Prize fulfilment will be within 28 days from the date we receive the winners' address details. 9. If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up, or give it away in a future competition. **Your details:** We will use your name, address, and any other details that you give us to run this competition. If you win, we will pass them to the person who is providing the prize so that they can post it to you, and we may use your first name and county in the magazine, but we won't provide them to anyone else without your permission. You can find out the winners' first names and county once the competition is over by sending a stamped address envelope to Competition Rules, ATTN., Doctor Who Adventures, Panini UK Ltd., Brockbourne House, 77 Mount Ephraim, Tunbridge Wells, TN4 8BS.

CLOSING DATE: 15th September 2015



WHAT ARE YOU AFRAID OF?

Some of the most effective monsters I've faced make good use of our deepest and darkest fears in order to terrify their victims. Try this easy-peasy quiz and see which of my enemies would be most effective against you!

1 Which of these four things scares you more than anything else?

- **A** **Creepy-crawlies.** I go to pieces around bugs of any description!
- **B** **Graveyards & old buildings.** They really give me the creeps!
- **C** **The countryside.** All those open spaces make me feel weird and alone.
- **D** **Shop dummies.** I sometimes think they are looking at me.

2 Which of these would freak you out most if you found it under your bed?

- **A** **A spider! Ughhh!** All those hairy legs!
- **B** **A statue.** How did it even get under there?
- **C** **A few bits of straw.** The unexplained is often freakier than anything else.
- **D** **A dolly.** I haven't played with dolls in years.

3 Which of these nightmares would scare you the most?

- **A** I dream I am lost in the jungle.
- **B** I dream I am locked in a haunted house.
- **C** I dream I am lost in the rain in the countryside.
- **D** I dream I am trapped inside a massive department store.

4 Which of these sounds would you find most worrying?

- **A** **BZZZZZZZ!** Is it a fly? Is it a wasp? I don't care, get it away from me!
- **B** **KRRRRUUUNNKK!** Something heavy moving across the floor!
- **C** **SQUELCH!** Something soft and wet and muddy!
- **D** **CRINKK! POP!** The sound of bubblewrap popping.

5 You have to move to one of these houses. Which house would you refuse to live in?

- **A** A house on the edge of a swamp. Yuck! All those bugs and snakes!
- **B** A house next to a graveyard. Brrr! Too ghostly for me!
- **C** A farm house. I really don't like the smell of cow poo!
- **D** A converted plastics factory. Ewww! I want to live somewhere homely.

HOW DID YOU DO?

Mostly A's,

Looking at your answers, the alien you would least like to meet would be the Racnoss, and who could blame you?

Mostly B's,

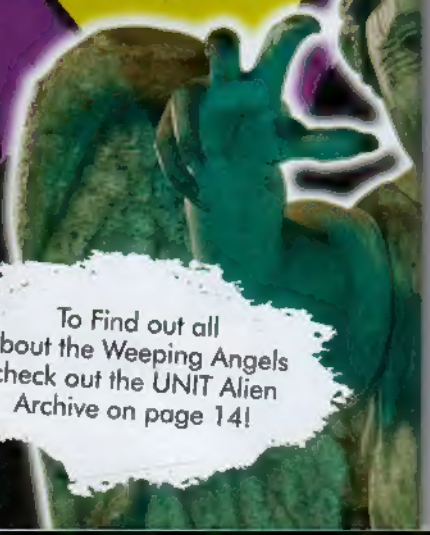
No surprises here; the aliens most likely to make you run for the hills are the Weeping Angels!

Mostly C's,

The Scarecrows used by the Family of Blood may be slow moving but they are still terrifying!

Mostly D's,

If you scored mainly D's then the thought of an Auton invasion fills you with terror!



To Find out all about the Weeping Angels check out the UNIT Alien Archive on page 14!

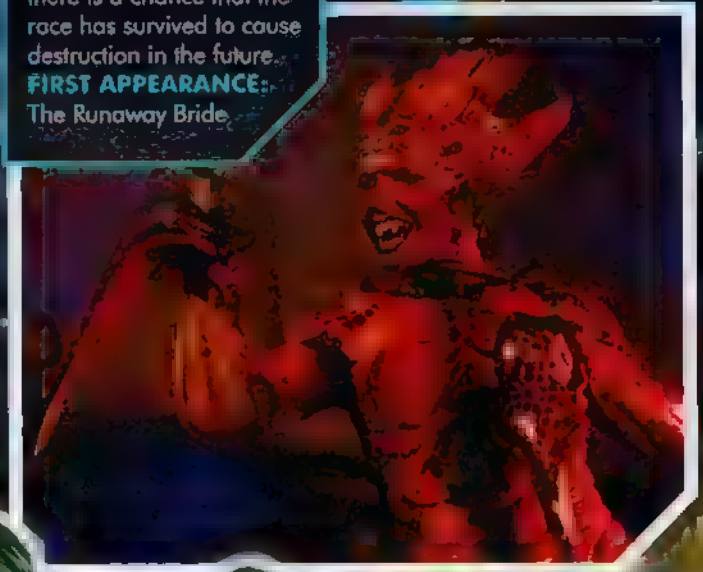
THE FEAR FACTOR!

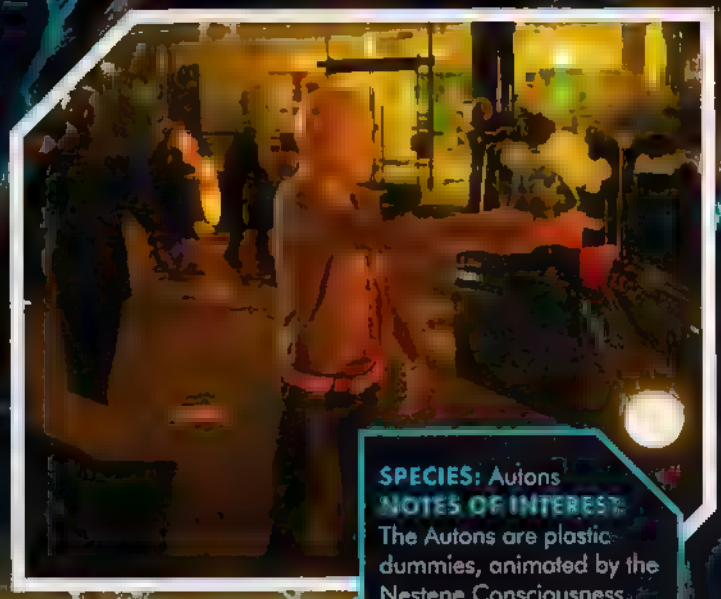
So, we've found out what scares you, but a lot of fear comes from the unknown. Maybe if you learn a bit more about these creatures they won't fill you with terror the next time you bump into them!

SPECIES: Racnoss
NOTES OF INTEREST: This ancient race of humanoid overlords are born with a fierce hunger and are capable of devouring entire planets. They are omnivores and they are born starving. Luckily, they are now believed to be extinct, but the universe is large and there is a chance that the race has survived to cause destruction in the future.
FIRST APPEARANCE: The Runaway Bride

SPECIES:
NOTES OF INTEREST:

FIRST APPEARANCE:





SPECIES: Autons
NOTES OF INTEREST: The Autons are plastic dummies, animated by the Nestene Consciousness. The Nestenes can give life to any plastic object, including wheelie bins and plastic flowers but their favourite soldiers are these deadly autons.
FIRST APPEARANCE: Spearhead from Space

CLARA'S CRAFT STU

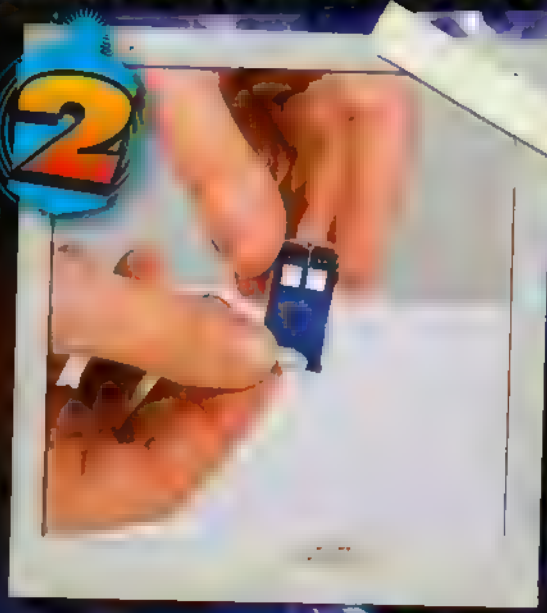
VORTEX MANIPULATOR

One of the most amazing things about travelling with the Doctor is entering the vortex! Now's your chance to experience that wonder with your very own Vortex Manipulator!

1

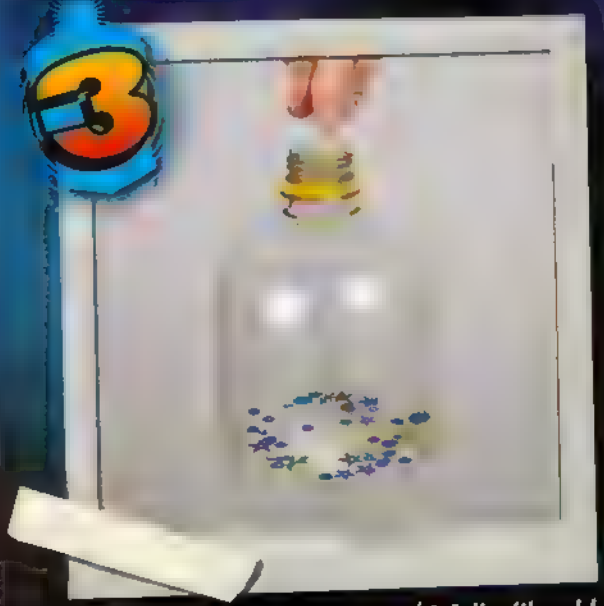
Cut out the two small TARDIS pictures on the right and glue them onto a small piece of acetate or plastic packaging. Then cover in sticky back plastic to make it waterproof.

2



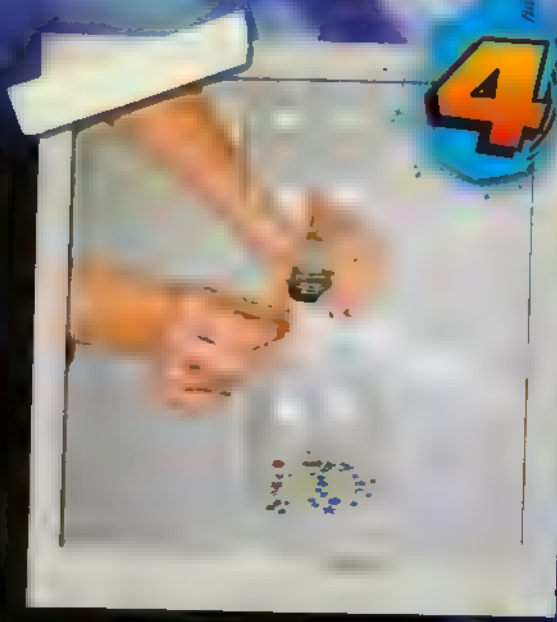
Now stick a small blob of s[illegible]ck onto the bottom of the TARDIS. Th[illegible] little weight w[illegible] will come in [illegible] the vortex la[illegible]

3



Fill one of your pop bottles 3/4 full with cold water. Drop the TARDIS inside, along with a load of sequins, or styrofoam balls. You can even add glitter and food colouring if you like.

4



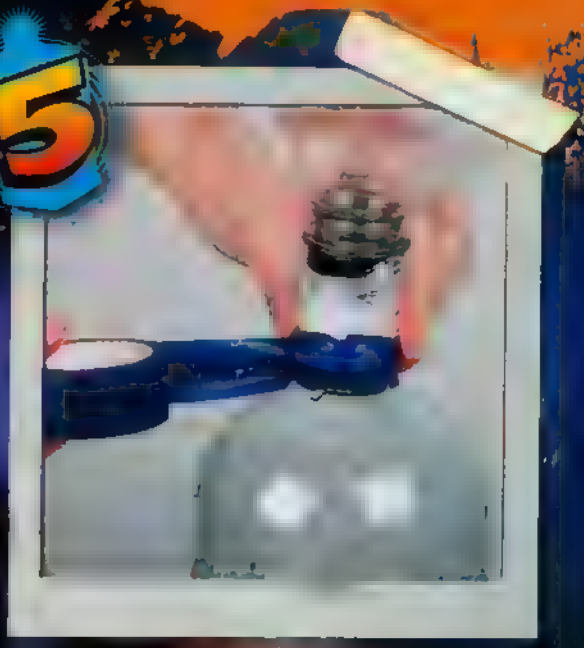
Now stand the empty bottle on top of the other one and wrap cling film really tightly around the join. You might want to ask a grown-up to help you with this bit.

Craft created by Angela Harr

DIY

YOU WILL NEED

- 2 LARGE POP BOTTLES
- [illegible]
- CLING FILM
- INSULATING TAPE
- [illegible]
- [illegible]
- [illegible]
- [illegible]



5

Now add lots of [illegible]ing tape around the cling film to [illegible] your bottles completely w[illegible]. You don't want water spilling [illegible]rywhere.

WARNING

Make sure a grown-up helps you with this! If you aren't careful you could get water everywhere!

6

Now turn your bottles over and swirl them around to create the vortex effect! Stand upright and enjoy the show!

U.N.I.T
ALIEN ARCHIVE
Name:
WEEPING ANGELS
APPEARANCE:
Humanoid statue
HOME PLANET:
Unknown
OTHER NAMES:
The Lonely Assassins
CLASSIFICATION:
Relentless predators
ORIGIN:
These creatures are almost as old as the universe itself.
CHARACTERISTICS:
They send their prey into the past and feed on the potential time energy of what would have been the rest of the victim's life.
OTHER POWERS:
They can transform any statue into a Weeping Angel.
QUANTUM LOCKED:
The Weeping Angels are quantum locked, which means they can only move when no living creature is looking at them. If observed they turn to stone.
LONELY:
They cover their faces to avoid seeing each other and becoming turned to stone for all eternity.

File: 005/005e	**Danger level:** High
Type: Class U	**F.A.O.:** All personnel

Don't Blink:

Although incredibly fast, the Weeping Angels cannot move if they are being observed. But the minute you blink, they will take their chance to attack! If they touch you they can send you back in time and then feed upon the energy of the life you would have lived.

Cruel and Unusual

Some Weeping Angels can be extremely cruel and enjoy 'playing with their food'. They really do enjoy hunting humans and other life forms.

Lady Liberty:

In one alternate time line the Statue of Liberty was taken over and controlled by the Weeping Angels. It was used to send imprisoned victims back in time.

WARNING!

REMAIN ALERT AT ALL TIMES! DO NOT BLINK!

TWISTED CONUNDRUMS

Some of the Doctor's most fearsome enemies have joined together across time and space to try and conquer planet Earth. You can help defeat them by solving these mind-boggling puzzles.

DE-CODED

We have managed to crack this alien code. Use the key to help us decode this message from Missy.

A	B	C	D	E	F	G	H	I	J	K	L	M
12	3	21	17	26	25	13	1	14	9	11	22	6
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
10	2	23	5	15	20	18	7	4	24	19	16	8

26 12 15 18 1 14 20 6 16

23 22 12 16 13 15 2 7 10 17

AUTON ALERT

One of these shop dummies is really an Auton. Take a look at all of the dummies and compare it to the one below. The Auton will be identical to this one, and all the others will have slight differences.

KEEP IT IN THE FAMILY

The Family of Blood have infiltrated this wordsearch. Can you find all these words hidden in the grid? The words can appear vertically, horizontally and diagonally.

F	A	M	I	L	Y	X	A	I	E
X	A	W	R	S	I	S	T	E	R
M	O	T	H	E	R	X	E	I	B
M	X	H	H	N	E	S	C	H	R
S	C	A	R	E	C	R	O	W	O
B	X	H	S	H	R	X	U	H	T
L	X	B	H	X	H	S	S	P	H
O	R	R	E	L	A	T	I	V	E
O	H	X	O	X	H	M	N	A	R
D	A	U	G	H	T	E	R	H	H

SISTER
MOTHER
FAMILY
COUSIN
FATHER
BLOOD
RELATIVE
DAUGHTER
BROTHER
SCARECROW
SON

HIDDEN ANGEL

One of these statues is really a Weeping Angel. Look at the clues to work out which one is a real danger!

1. The Weeping Angel does not have short wings.
2. The Weeping Angel's arms are not crossed.
3. The Weeping Angel is not facing left or right.

DEFEAT THE ALLIANCE

To defeat this alien alliance you will have to join forces with UNIT. Can you make your way through the maze without running into any of the Family of Blood's Scarecrow Army?

ANSWERS ON PAGE 34

BBC
DOCTOR WHO
ADVENTURES
POSTER

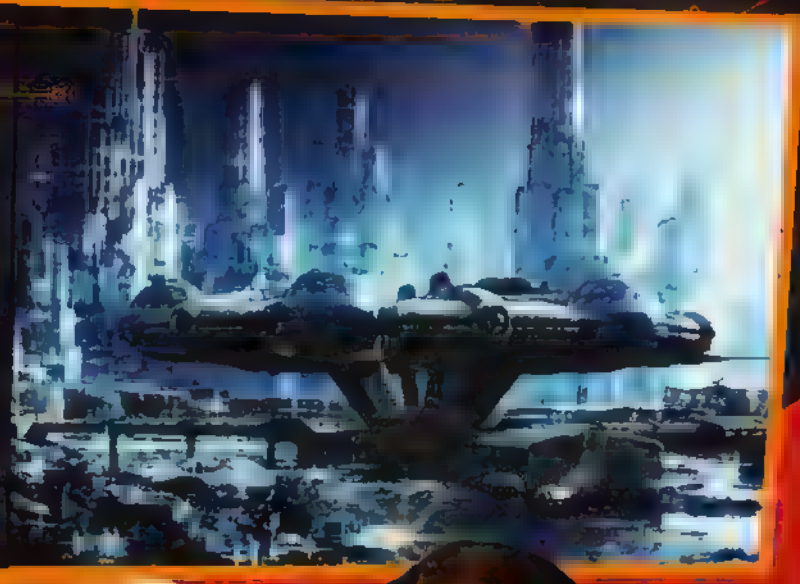
STRAX'S GUIDE TO THE GALAXY

Living amongst primitive human filth can be a trial, so I shall ignore the Sontaran saying 'you can't educate empty heads' and attempt to share my vast knowledge of the universe we live in. So, pay attention and learn from the best!

MIDNIGHT

Humans and magpies love shiny things and so I suppose it stands to reason you would love this planet because basically it is a gigantic diamond. The landscape has a certain sparkly beauty but sadly you can't explore it because Midnight's X-tonic sun causes most life forms to burn up when exposed to its light. It is home to an unidentified being which can possess its victims' bodies and do remarkable impressions of their voices.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:



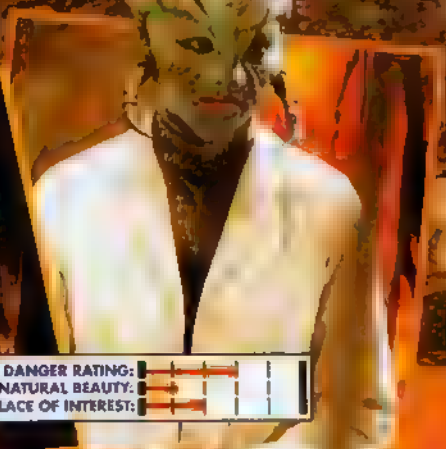
KARN

Located in the Cyclops Nebula, Karn is home to the Sisterhood of Karn, who claim they are without equal when it comes to 'mind-power'. Personally, I feel this 'mind-power' of theirs is highly over-rated. Karn is a bit of an accident black spot when it comes to spaceship crashes and the weather is appalling. If you do happen to find yourself stranded on Karn make sure you bring an umbrella and a good raincoat.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

MALCASSAIRO

Situated on the otherside of the Cardonsate Wilderness, Malcassairo was home to the Malmoom and in the year One Hundred Trillion it will be one of the last outposts of humankind in the universe. Malcassairo is also home to Futurekind, the next evolutionary stage in humanity. In my view Futurekind are even more primitive and ridiculous than the humans of today, although [illegible] could come in useful in hand-to-hand combat. An interesting place to visit for a day trip but there is not much to do in the evenings.



DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

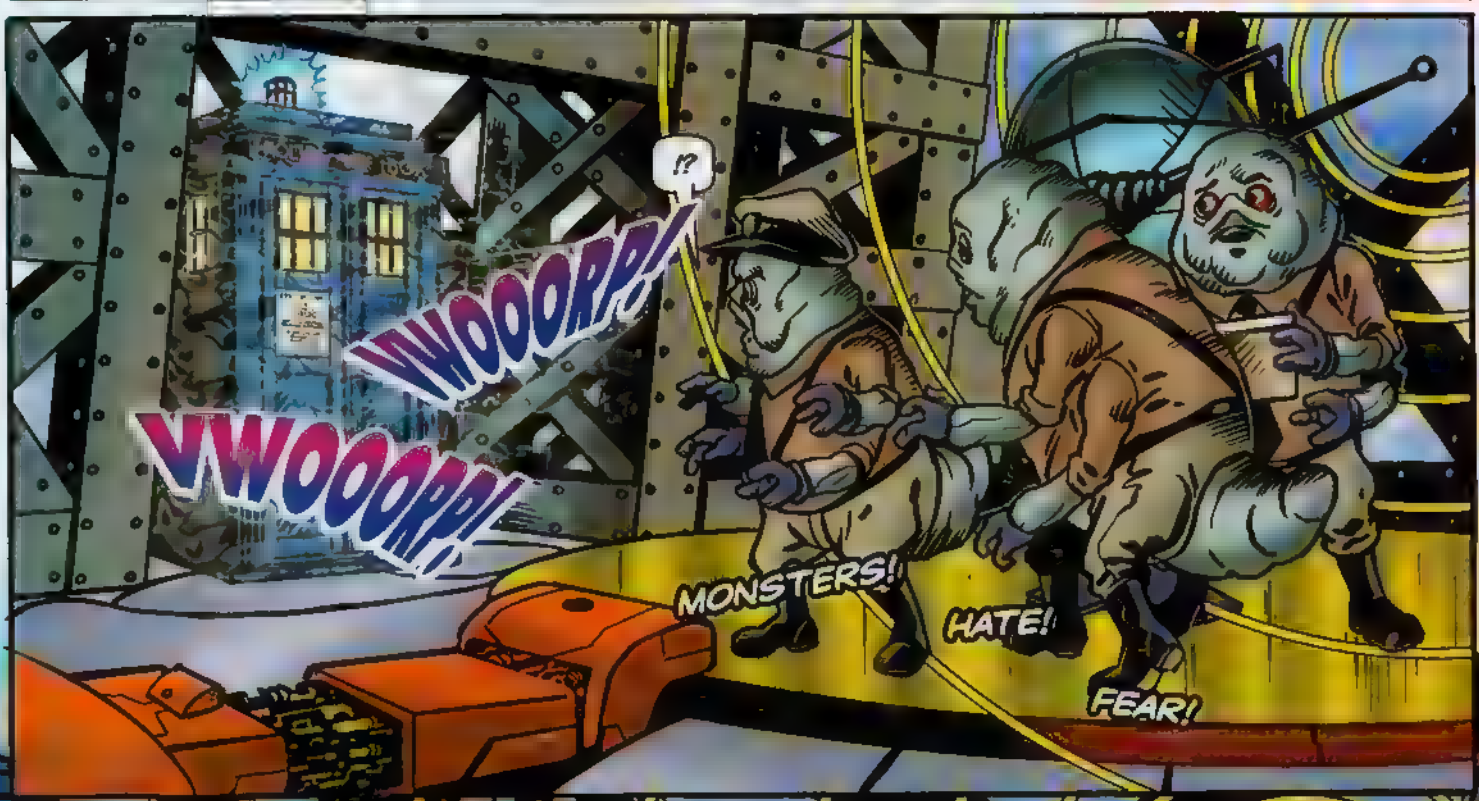
KROP TOR

Krop Tor was prison to an unpleasant creature known as 'the Beast'. The planet's surface was uninhabitable even before it was sucked into a black hole, although I am informed that it was once home to an ancient civilisation. The name Krop Tor can be translated as 'bitter pill' which tells us all more than enough about this unpleasant lump of rock.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

CONTINUED FROM PAGE 8

STRENGTHEN THE SIGNAL! PARIS WILL BE IN CHAOS BY NIGHTFALL.
HATE...
DESTORY...
LIES...
THE HUMANS ARE ALREADY WEAKENED BY WAR. NOW WE WILL TURN THEM AGAINST EACH OTHER...
THEN WE STEP IN AND TAKE OVER.


!?
VWOOORP!
VWOOORP!
MONSTERS!
HATE!
FEAR!

POLICE BOX
CLARA, MEET THE DARAPOK. THE MOST COWARDLY EMPIRE BUILDERS IN HISTORY.
THEY PREY ON WORLDS TORN APART BY WAR, WHERE PEOPLE HAVE LOST HOPE.

THEY BRAINWASH THE SURVIVORS. TURN BROTHER AGAINST BROTHER, MOTHER AGAINST CHILD, AND THEN WHEN THERE'S NOBODY LEFT, THEY STEP IN AND COLONISE THE PLANET. THE ULTIMATE WAR PROFITEERS.
NO! GET OUT OF MY HEAD! NO! PLEASE! YOU VULTURES!
VULTURES? YOU ARE TOO KIND. IT SEEMS A SHAME TO REWARD SUCH FLATTERING WORDS WITH DEATH, BUT C'EST LA VIE AS THE FRENCH SAY.
PLEASE! STAY BACK!
JUMP! IT'S THE ONLY WAY YOU CAN ESCAPE!

OUR TRANSMITTER! HOW? YOU SHOULD BE COWERING IN TERROR!
KER-ANGGG!
YOU THINK YOU'RE SO CLEVER? WELL YOU'RE NOT. AURAL HYPNOSIS ONLY WORKS IF YOU CAN HEAR IT...
...UNIKE TIME LORD HYPNOSIS, WHICH WORKS ON ALL THE SENSES...
FLEE THIS SOLAR SYSTEM FOR GOOD, OR FACE THE FULL POWER OF A GALLIFREYAN EYEBROW ATTACK!
AAAIIEEEE!
MERCY!
QUICK! FASTER! ENTER WARP DRIVE NOW!
GALLIFREYAN EYEBROW ATTACK? REALLY?
WELL, THEY CERTAINLY TERRIFIED THOSE GUYS.

NOW, I PROMISED YOU A *PARTY* IN PARIS, SO LET'S *ENJOY* IT, SHALL WE?
OOH, GET YOU AND YOUR *HAPPY FEET.* WE SHOULD APPLY FOR *STRICTLY COME DANCING...*
THE END!

TIME LORDS AT WAR

GADGETS

MISSY: A device that shrinks its victims to doll-size, the laser screwdriver and many more

DOCTOR: The Doctor's most trusted gadget is of course the sonic screwdriver.

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

KNOWLEDGE

MISSY: Always a firm believer that knowledge is power, Missy's degree in cosmic science is higher than the Doctor's.

DOCTOR: The Doctor is incredibly intelligent and his curious nature means he is always gathering knowledge.

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

STAMINA

MISSY: Missy has won many battles against the Doctor, but she relies on quick, sharp attacks rather than a long war

DOCTOR: The Doctor can be taken by surprise, but he never stops thinking or trying to win. His stamina is incredible

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

SECRET TALENTS

MISSY: Missy's hypnotic powers are second to none. She can control minds with her voice or hypnotic stare.

DOCTOR: The Doctor is also a skilled hypnotist but not quite on the same level as Missy.

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

TACTICS

MISSY: Brilliant criminal mastermind, but not great at creating back-up plans. Strong talent for survival

DOCTOR: Clever and great at thinking under pressure. The Doctor never gives up.

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

COMBAT

MISSY: Missy prefers to rely on weapons rather than getting involved in hand-to-hand combat.

DOCTOR: The Doctor hates violence but he is a master of Venusian Aikido and is more than capable of defending himself

THIS ROUND GOES TO: MISSY ☐ DOCTOR ☐

AND THE WINNER IS...

THE DOCTOR ☐ MISSY ☐

IN THE BLINK OF AN EYE

In this game you get to play either the Doctor or Missy in a race to reach the TARDIS and escape the Weeping Angels! To play, just cut out the counters and place them on the START square. Then take it in turns to flip a coin. If the coin comes up HEADS move 2 spaces. If it comes up TAILS move 1 space. The first player to reach the TARDIS is the winner!

START

1 SHELTER FROM SNOW STORM MISS A TURN

2 RUN FROM A WEEPING ANGEL GO AGAIN

3

4 FALL DOWN A MOUNTAIN. MISS A TURN

5 RESCUE AN OOD. GO BACK 1 SPACE

6 AN ICE TUNNEL SPEEDS YOU UP MOVE TO 8

7 LOST IN THE FOREST. MISS A TURN

8

9 HUNTED! GO AGAIN

10 CATCH YOUR BREATH! MISS A TURN

11

12 FORM ALLIANCE WITH ICE WARRIOR GO AGAIN

13 RESCUE TRAVELLERS. GO BACK TO 11

14

15 SKI DOWN A MOUNTAIN GO AGAIN

16 AMBUSHED GO BACK 2 SPACES

17

18 SURROUNDED MISS A TURN

19

20

21 RESCUE STRAX! GO BACK 2 SPACES

22 TARDIS BURIED IN ICE. MISS A TURN

23

24 RELAX! YOU'RE SAFE IN THE TARDIS

FINISH

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THE SINGULAR CASE OF THE TIME MACHINE

FROM THE JOURNAL OF JENNY FLINT

Autumn came early in the year of 1894. The fog and the rain came in early September and Madame Vastra was bored of life in the capital.

"The fog makes the air unbreathable and the rain never stops," she complained. "Are we to be stuck indoors forever?"

"Nothing lasts forever," I told her, to which she answered with a snort and a sneer.

"Are you a philosopher now?"

"Philosophy is easier to take with a nice cup of tea," I replied, pouring a cup for her and myself. "Why don't we go out tonight? I see the explorer, Professor Challenger, has returned from his travels and promises to show some of his discoveries to the public. He says they are incredible."

"He would say that," snapped Vastra. "It's probably nothing more than a few broken pots and spears. I really couldn't be bothered."

Her boredom was broken as Strax entered the room bearing a calling card on a silver tray.

"Someone calling herself the right honourable Earl of Rosebery wishes to see you, Madame," said Strax. "I told her you were busy drinking tea, but the lady was most insistent."

"That is because the Prime Minister is not a lady," sighed Vastra, reaching for the veil, which she usually wore when accepting visitors. "Nor is he accustomed to being kept waiting. Please show him in at once."

The Prime Minister entered the room and after bowing over Vastra's hand he glanced at Strax and myself.

"Whatever you have to say may be said in front of Jenny and Strax, Prime Minister," said Vastra. "They have my complete trust in all things."

He didn't seem pleased to hear this but having no option he came straight to the point. "There is to be an exhibition tonight, at the Academy of Science. An inventor from Halifax is going to demonstrate a device that can actually travel through time."
I avoided Vastra's eye as she snorted. "Impossible."
"That's what I thought," agreed the Prime Minister. "But I am assured this is very much real. Imagine what would happen if a foreign power had access to such a thing. Imagine what such a thing would mean to the British Empire. We could control the past and the future. We would rule the world, now and always."
I shuddered at the thought. "What a horrible idea. No nation should have such power over others."
The Prime Minister glared at me. "Better us than the French or the Germans or the Russians, or Heaven forbid the Americans. I want you to guard this machine and its inventor. The future and the past are in your hands."

Queues were already forming outside the Royal Academy of Science but Vastra, myself and Strax swept by them and were shown into the main auditorium where we first set eyes upon the time machine and its inventor Professor Thaddeus Maine, a thin, keen-eyed young man who regarded us with suspicion.
"So, this is the time machine, does it really work?" asked Madame Vastra.
"Of course it does," said the Professor. "I have travelled back to the dawn of time and forward to the end of days."
Strax peered at the contraption of brass and leather and was about to press a lever when the Professor yelled at him. "Do not touch it. This is not a toy."
Strax was unimpressed. "It's smaller on the inside. How primitive."
Professor Maine poked his pigeon chest out and squared up to Strax. "Those are fighting words where I come from, I'll have you know."
"Indeed?" said Strax, a gleam in his eye. "Where I come from all words are fighting words."
I stepped in between them as a shot rang out and a bullet zinged off the brass fittings of the time machine. I whirled around and saw the figure of a man dart behind a curtain at the back of the stage. In the space of two heartbeats Vastra was upon our assailant, having leaped upon his back and beaten him to the ground.
"Who are you? Why did you shoot at us?"
But before he could answer more shots broke out. I turned to see Strax and the Professor sheltering behind the time machine as two assassins opened fire with pistols. Strax reached inside his waistcoat and produced two vibration grenades which he tossed at the gunmen. The grenades caused the two men to vibrate on the spot until they lost consciousness. "We can question them later," said Vastra, turning back to the man beneath her. "Now tell me, who sent you, or do I have to eat you?"
The man recoiled in terror. "No! Please!" he cried in accented English. "My name is Diego Canasta. I represent the Principality of Canteras. My Government believes that with your device we can defend ourselves against our neighbours and become a world power."
"Enough," said Vastra.
"We will be able to take our rightful place alongside some of the most..."
"I said enough!" snapped Vastra, turning to face the Professor, her face ablaze with anger. "I cannot allow you to demonstrate this machine of yours."
The Professor stared in astonishment. "But why not? It is the greatest invention since... well, since ever. It..."
"It will mean the end of life on this planet as we know it," said Vastra. "Already in the space of five minutes there have been attempts to steal it and kill you. You humans are not ready for this. Jenny is right, no nation should have such power."
"But... it is not intended as a weapon. My time machine will be used for research. Historical research."
"Historical research? What a waste!" sneered Strax. "Time machines, even ones as basic as this, are a valuable military weapon."
Vastra rolled her eyes. "Strax, please. Professor, your motives may be pure, but think of it, already your Prime Minister wants to use it to make the British Empire last for all time. I am sure that every other nation on Earth would use it in the same way. I cannot let that happen. Tell the world you are a charlatan. Destroy the machine."
Tears filled the Professor's eyes. "I cannot do that. My reputation..."
"Is your reputation worth one life? Is it worth condemning human-kind to an eternity of slavery?"
The Professor nodded. "I... I see your point. Let me deactivate the machine. I'll do as you say."
The Professor sat at the controls of the time machine and pulled a lever. At once, the machine began to hum and crackle with energy. A sound not unlike that of the Doctor's TARDIS filled the air. "I'm sorry, Madame, but a thing cannot be uninvented. People would always be hounding me for the truth. If what you say is true then I will never be safe and neither will the world. I am taking my machine to another time. A safer time."
The machine whirled faster and faster until finally it vanished from view, leaving only the smell of electricity in the air. Vastra smiled sadly. "I hope he finds peace wherever he goes. Let us inform the Prime Minister that tonight's exhibition has been cancelled."

The End

TARDIS MAIL CENTRE

WIN!

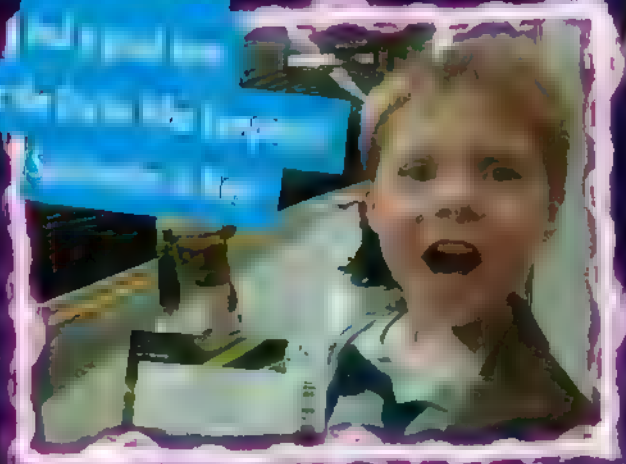
Each letter and picture printed this issue wins a fantastic Doctor Who Time Squad* figure from our friends at Character Options.

CHARACTER

www.characteronline.com

Amber Page from Glen Parva writes:
My friends think I am too obsessed with Doctor Who and that I don't make sense! I quoted you by saying I was making perfect sense and they weren't keeping up. I love quoting you all the time. I have always dreamed of seeing the stars, will you take me with you? Before you say that I need to study for school, I'll let you know that I have no homework whatosever and we can go anywhere and still be home in time for tea. Please reply soon!

The Doctor answers:
Sorry, Amber, right now the TARDIS is infested with Time Bugs and I'm having to fumigate it with a special powder you can only find on the 7th moon of Mhyrrh, which isn't a good place for tourists. Maybe some other time, when things quieten down a bit!



IN SEARCH OF THE ANSWERS»

AUTON ALERT:
The real Auton is 5

HIDDEN ANGEL:
The Weeping Angel is B

HOW DID YOU DO?

ADIPOSE INVASION
The Adipose can be found on the following pages: 10, 13, 16, [illegible] & 28

TWISTED CONUNDRUMS DECODED: EARTH IS MY PLAYGROUND

KEEP IT IN THE FAMILY

DEFEAT THE ALLIANCE

WHO NEWS

NEW SERIES ALERT!

Recent sightings of an unearthly creature have caused panic across the globe. Until recently, the only photographic images were dark and unclear but here we can see it roaming in daylight. The creature's intentions remain unclear although we have been informed that the Doctor will be coming face to face with it in the upcoming series 9. UNIT forces remain on standby but are hopeful that the Doctor can handle the situation.

William Thomson of Motherwell writes:
I was wondering if you could send me a letter from the TARDIS or from another dimension so I can tell my friends the Doctor is real. I am getting a TARDIS cake for my birthday on 7th June. I hope the TARDIS doesn't mind.

The Doctor answers:
What do you mean to prove I'm real? How could I be writing to you if I wasn't real? Sorry I didn't receive your letter until after your birthday. That's the problem with travelling in time; the post service is rubbish. I hope the cake was good and the TARDIS doesn't mind, just so long as you don't try to eat her if we ever happen to bump into each other!

The Doctor really wants to hear from you, so send in your letters and pictures to:

TELL THE DOCTOR
Doctor Who Adventures,
Brockbourne House,
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Tunbridge Wells, Kent
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DALEK STATIONERY SET

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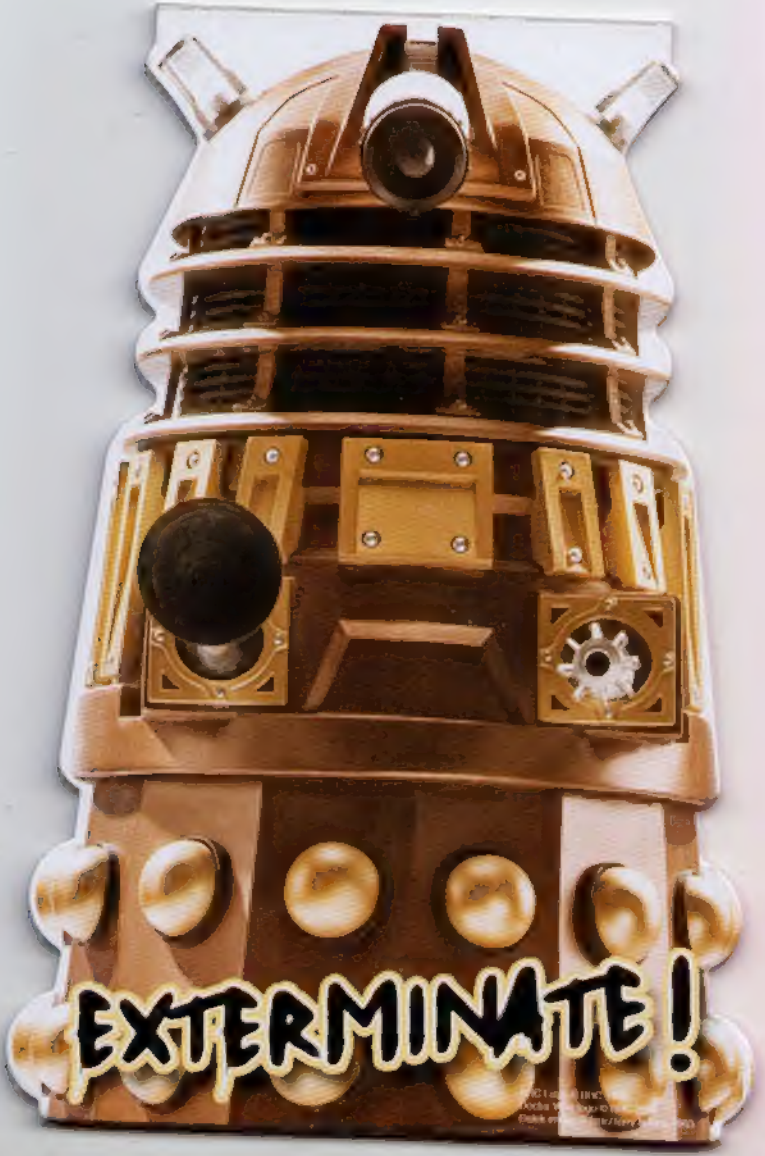

EXTERMINATE!

THE END!

EXTERMINATE!

VWORP VWORP

DELETE!

WHAT WAS THAT NOISE?

THEY'RE BACK! RUN!

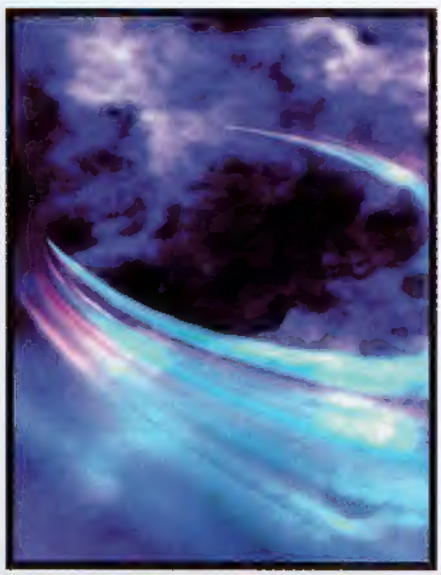
EARLIER...

COME ON, LET'S SAVE THE UNIVERSE!

SOMETHING FEELS WRONG

DELETE!

LATER...



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THE YEAR FACTOR:

DOCTOR WHO ADVENTURES

ISSUE 5

EXTERMINATE!

PLUS

CREA YOU OW

EXTERMINATE!

EARLIER...

GLITTE STICKE SCENE

TIMELORDS AT WAR

ACCESS U.N.I.T MONSTER FILES

WEEPING ANGELS

WHAT ARE YOU AFRAID OF?

COMIC STRIP

PLUS!

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